

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1-2. (Canceled)

3. (Currently Amended) A method of interacting with a client process on a mobile device connected to a network over a wireless link, the method comprising the steps of:
- managing information at a mobile applications server executing on a platform connected to the network, the information including device profile information about the mobile device, wherein the device profile information includes a buffer size describing a maximum number of characters ~~the mobile device can receive on input into that~~ a hardware buffer on the device can hold concurrently without loss of input data due to hardware constraints of the hardware buffer;
- receiving, from an application, first data describing a plurality of graphical elements for display on the mobile device;
- determining, based on the device profile information, whether the first data exceeds a capacity of the mobile device, wherein the capacity is based on the buffer size; and
- ~~if it is determined in response to determining~~ that the first data exceeds the capacity, ~~then:~~ (a) forming a subset of the first data that does not exceed the capacity of the mobile device[[:]], and (b) sending the subset of the first data to the client process.

4. (Currently Amended) A method of interacting with a client process on a mobile device connected to a network over a wireless link, the method comprising the steps of:
- managing information at a mobile applications server executing on a platform connected to the network, the information including device profile information about the mobile device, wherein the device profile information includes a buffer size describing a maximum number of characters that a hardware buffer on the device can hold concurrently without loss of input data due to hardware constraints of the hardware buffer;
- receiving, from an application, first data describing a plurality of graphical elements for display on the mobile device, wherein the first data indicates that a particular graphical element of the plurality of graphical elements is current;
- determining, based on the device profile information, whether the first data exceeds a capacity of a hardware buffer of the mobile device; and
- ~~if it is determined in response to determining that the first data exceeds the capacity;~~
then: (a) forming a subset of the first data that does not exceed the capacity of the mobile device, wherein the subset includes the particular graphical element[:.], and (b) sending the subset of the first data to the client process.
5. (Currently Amended) A method of interacting with a client process on a mobile device connected to a network over a wireless link, the method comprising the steps of:
- managing information at a mobile applications server executing on a platform connected to the network, the information including device profile information about the mobile device, wherein the device profile information includes a buffer size describing a maximum number of characters that a hardware buffer on the device can hold concurrently without loss of input data due to hardware constraints of the hardware buffer; ~~and the step of managing the information at the mobile applications server further comprising:~~

requesting the device profile information from the mobile device;
receiving the profile information from the mobile device; [[and]]
storing the device profile information;
receiving, from an application, first data describing a plurality of graphical elements
for display on the mobile device;
determining, based on the device profile information, whether the first data exceeds a
capacity of a hardware buffer of the mobile device; and
~~if it is determined in response to determining~~ that the first data exceeds the capacity;
~~then:~~ (a) forming a subset of the first data that does not exceed the capacity of
the mobile device[:]], and (b) sending the subset of the first data to the client
process.

6-26. (Canceled)

27. (Currently Amended) A tangible computer-readable medium carrying one or more
sequences of instructions which, when executed by one or more processors, causes the
one or more processors to perform steps comprising: the method recited in Claim 3
managing information at a mobile applications server executing on a platform
connected to a network, the information including device profile information
about a mobile device, wherein the device profile information includes a
buffer size describing a maximum number of characters that a hardware buffer
on the device can hold concurrently without loss of input data due to hardware
constraints of the hardware buffer;
receiving, from an application, first data describing a plurality of graphical elements
for display on the mobile device;

- determining, based on the device profile information, whether the first data exceeds a capacity of the mobile device, wherein the capacity is based on the buffer size; and
- in response to determining that the first data exceeds the capacity: (a) forming a subset of the first data that does not exceed the capacity of the mobile device, and (b) sending the subset of the first data to the client process.
28. (Currently Amended) A tangible computer-readable medium carrying one or more sequences of instructions which, when executed by one or more processors, causes the one or more processors to perform steps comprising: the method recited in Claim [[4]] managing information at a mobile applications server executing on a platform connected to a network, the information including device profile information about a mobile device, wherein the device profile information includes a buffer size describing a maximum number of characters that a hardware buffer on the device can hold concurrently without loss of input data due to hardware constraints of the hardware buffer; receiving, from an application, first data describing a plurality of graphical elements for display on the mobile device, wherein the first data indicates that a particular graphical element of the plurality of graphical elements is current; determining, based on the device profile information, whether the first data exceeds a capacity of a hardware buffer of the mobile device; and in response to determining that the first data exceeds the capacity: (a) forming a subset of the first data that does not exceed the capacity of the mobile device, wherein the subset includes the particular graphical element, and (b) sending the subset of the first data to the client process.
29. (Currently Amended) A tangible computer-readable medium carrying one or more sequences of instructions which, when executed by one or more processors, causes the one or more processors to perform steps comprising: the method recited in Claim

managing information at a mobile applications server executing on a platform connected to a network, the information including device profile information about a mobile device, wherein the device profile information includes a buffer size describing a maximum number of characters that a hardware buffer on the device can hold concurrently without loss of input data due to hardware constraints of the hardware buffer;
requesting the device profile information from the mobile device;
receiving the profile information from the mobile device;
storing the device profile information;
receiving, from an application, first data describing a plurality of graphical elements for display on the mobile device;
determining, based on the device profile information, whether the first data exceeds a capacity of a hardware buffer of the mobile device; and
in response to determining that the first data exceeds the capacity: (a) forming a subset of the first data that does not exceed the capacity of the mobile device, and (b) sending the subset of the first data to the client process.

30-36. (Canceled)